UNIVERSITY OF
GOTHENBURG

## TIA098 Gameplay Design, 7.5 credits

Gameplay Design, 7,5 högskolepoäng

*Second Cycle*

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### Confirmation

This course syllabus was confirmed by Department of Computer Science and Engineering on 2017-06-16 to be valid from 2017-08-20, autumn semester of 2017.

*Field of education:* Science 100%
*Department:* Dep of Applied Information Technology

### Position in the educational system

The course is offered as a single subject course and is mandatory within the programme Game Design & Technology Master's programme (N2GDT).

The course can be part of the following programmes: 1) Computer Science, Master's Programme (N2COS), 2) Applied Data Science Master's Programme (N2ADS), 3) Game Design & Technology Master's Programme (N2GDT), 4) Computer Science, Bachelor´s Programme (N1COS) and 5) Software Engineering and Management Master's Programme (N2SOF)

| *Main field of studies* | *Specialization* |
| --- | --- |
| Computer Science-Interaction Design | A1N, Second cycle, has only first-cycle course/s as entry requirements |
| Interaction Design | A1N, Second cycle, has only first-cycle course/s as entry requirements |

### Entry requirements

To be eligible for the course the student must have a Bachelor's degree, 180 higher education credits or have passed 60 higher education credits in the subject Computer Science.

Additionally English proficiency should be equivalent to the level of English 6/English Course B from Swedish Upper Secondary School.

**Learning outcomes**

After successfully completing the course, the student should be able to:

*Knowledge and understanding*
- Describe the role of a fame designer within a game design project.
- Discuss game design features explicitly using both de facto industry concepts and theoretical frameworks.
- Relate current game designs to earlier examples, from the direct predecessors to the first recorded example of similar games.

*Competence and skills*
- Plan game design projects according to best practice description.
- Develop a game design concept from initial idea to a full game design document, using iterative design processes and prototyping.
- Specify target audience and develop specific game design concepts for specific target audience.
- Present game design concepts for an audience.

*Judgement and approach*
- Motivate different perspectives on game games and use of games, both from practical and ethical aspects.
- Analyze different game design using analytical tools to be able to suggest design changes and compare different game designs.
- Evaluate game concepts and prototypes from the needs of different target audiences.

**Course content**

Gameplay design focuses on how the rules and game components can be used to create game environments that encourage and advocate specific interaction, either between people or between people and the game system. The goal of these environments can vary from experimental environments in the automotive or aerospace industry, learning environments in simulations for pure entertainment environments on home computers or game consoles. The course covers general design methods that can be applied in all these areas.

The course aims to provide an understanding of how all the components in a game environment interact with each other as well as the relations gameplay design have to other areas necessary for contemporary interactive simulations, such as programming

and graphical design. Key issues addressed in the course is how to motivate users to some specific interaction, the relationship between interaction and narrative, how to balance the interaction in multi-user environments, how to support and encourage the creativity of the user, how to modify the design solutions to suit both new and experienced users as well as how to change design solutions to suit the interaction sessions with time constraints.

**Form of teaching**
The course is based around exercises and projects within the subject area which are complemented with lectures and workshops. Project work takes places in supervised groups and aim to give practical training in the development and modifications of game design.

*Language of instruction:* English

**Assessment**
The course is examined through three exercises and four tasks. The tasks are to be submitted in writing except two subtasks to one of the tasks that are practical.
All the parts are scored and added together for a final grade. When all steps are completed and approved one grade is reported in Ladok.

If a student, who has failed the same examined component twice, wishes to change examiner before the next examination, a written application shall be sent to the department responsible for the course and shall be granted unless there are special reasons to the contrary (Chapter 6, Section 22 of Higher Education Ordinance).

In cases where a course has been discontinued or has undergone major changes, the student shall normally be guaranteed at least three examination occasions (including the ordinary examination) during a period of at least one year from the last time the course was given.

**Grades**
The grading scale comprises: Pass with Distinction (VG), Pass (G) and Fail (U).

For the grade Pass on the course it is required to get Pass on all parts and the implementation of 3 exercises. All the parts are scored and added together for a final grade. The points boundary between Pass and Pass with Distinction is specified in Course PM.

**Course evaluation**

After completion of the course the students are to be given the possibility of participating in course anonymously. Continuous evaluation will be used, including three meetings between teacher(s) and student representatives. Additionally, the course will be evaluated with a course questionnaire, and discussed with the student representatives.